

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. An apparatus for playing a game using an environment either real or created which itself is not a game of chance in which an event occurs, the apparatus comprising:

a means to delineate zones with delineation indicators wherein said zones correspond to zones in said real or created environment or in a visual representation thereof such that said event may occur within or under a zone or on a delineation indicator and thus associated with one or more zones to thereby create a game of chance that associates an event outcome with a zone or zones; when

a plurality of markers, each marker having a predetermined value measured in a predetermined number of value units for a game participant to associate with said one or more delineated zones; and

an electronic display means to present the zone that said event becomes associated with and/or a visual representation of said real or created environment where said event occurs within or under a zone or on a delineation indicator, such that a game participant is rewarded by the addition of a marker/s of value or value to the one or more markers which a participant has associated with the zone that the event becomes associated with, and a game participant is penalized by the removal of the said one or more markers or the removal of value from the said one or more markers that a participant did not associate with a zone that the event becomes associated with.

2. A game playing apparatus according to claim 1 wherein said reward is provided in accordance with odds related to the event being associated with a zone or zones.

3. A game playing apparatus according to claim 2 wherein said event is scheduled to occur at regular intervals and said rewards are provided after an event.

4. A game playing apparatus according to claim 1 wherein the value of the markers that are risked by said one or more participants are pooled and a reward to a participant comprises a predetermined proportion of said pooled value.

5. A game playing apparatus according to claim 1 wherein said reward is provided in accordance with spread betting odds related to said event occurring in a zone.

6. A game playing apparatus according to claim 1 wherein said real or created environment changes after said event and said change of said environment is related to the outcome of said event and presents said participants a new relevance to one or more of said zones which is further related to the outcome of the same or a different event wherein there exist predetermined odds of the result of said event being associated with a zone or zones.

7. A game playing apparatus according to claim 1 wherein said display means presents a two-dimensional image or a multi-dimensional space having a plurality of zones associated therewith wherein each zone is presented to game participants in two-dimensional or multi-dimensional form.

8. A game playing apparatus according to claim 1 wherein said means to delineate zones creates one or more external zones the existence of which are associated with said real or created environment and which may be associated with a participant's marker and which have predetermined odds of an event occurring within a said external zone.

9. A game playing apparatus according to claim 1 wherein there are a plurality of events associated with a real or created environment, thereby allowing a plurality of event outcomes within a plurality of zones to occur.

10. A game apparatus according to claim 1 wherein said real environment is a live environment.

11. A game playing apparatus according to claim 10 wherein said display means presents a display representative of a live environment.

12. A game playing apparatus according to claim 1 wherein the event outcome is the result of a predetermined action occurring in said real environment.

13. A game playing apparatus according to claim 1 wherein the event outcome is representative of the result of a predetermined action occurring in said real environment.

14. A game playing apparatus according to claim 10 wherein said live environment is a live sporting contest.

15. A game playing apparatus according to claim 14 wherein said event outcome is the result of a predetermined action occurring during said live sporting contest.

16. A game playing apparatus according to claim 1 further comprising a marker placement information receiving means and an ^{receipt} intermediate marker placement information means wherein the association of a marker with one or more of said zones is achieved through said intermediate means that receives from said participant the pre-selected intention of the participant and associates their marker and its value with their pre-selected zone or zones.

17. A game playing apparatus according to claim 16 wherein said intermediate means is a portable device having communications means for communicating a marker association to said game playing apparatus.

18. A game playing apparatus according to claim 1 further comprising means to set odds of an event occurring in any one or more of said zones.
19. A method for creating and playing a game comprises the steps of:
 - a) creating or observing an environment which itself is not a game of chance in which an event occurs;
 - b) delineating with delineation indicators a plurality of zones wherein said zones correspond to zones in said real or created environment or a visual representation thereof such that said event may occur within or under a zone or on a delineation indicator and thus associated with one or more zones to thereby create a game of chance that associates an event outcome with a zone or zones;
 - c) displaying to one or more participants the zone that said event becomes associated with and/or a visual representation thereof where said event occurs within or under a zone or on a delineation indicator and thus with one or more zones;
 - d) a game participant associating with one or more of said delineated zones in said display a marker or markers having a predetermined value measured in a predetermined number of value units;
 - e) an event outcome being associated with a zone; such that
a game participant is rewarded by the addition of a marker/s or value to the one or more markers that are associated with the zone that the event becomes associated with; and
a game participant being penalized by the removal of the said one or more markers or the removal of value from the one or more markers not associated with the zone that the event becomes associated with.

20. A method for playing a game according to claim 19 comprising the further step of:

- f) wherein said real or created environment changes after said event and said change of said environment is related to the outcome of said event and presents said participants a new relevance to one or more of said zones which is further related to the outcome of the same or a different event wherein there exist predetermined odds of the result of said event being associated with a zone or zones.